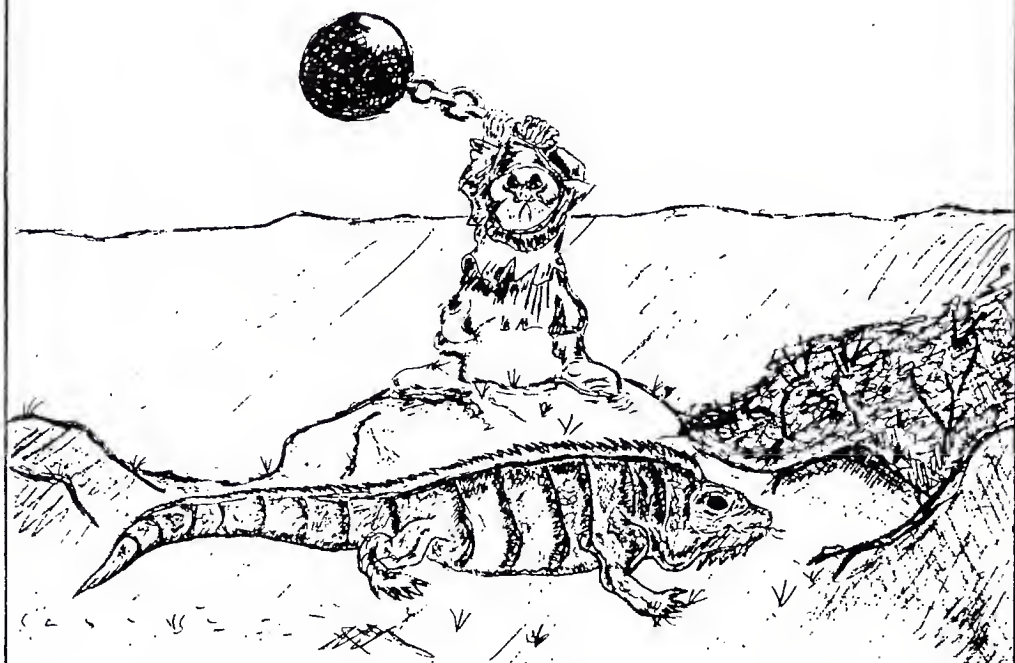


IGUANA

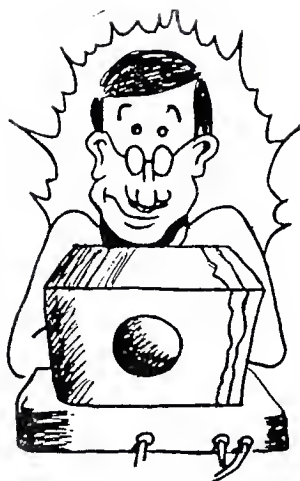
PRESENTED

By
THE D.C.S CREW



SEE YOU NEXT MONTH !!

Boyle



EDITOR'S COMMENTS:

Welcome to Iguana #8, quite a lot has happened since I put #7 out at the Commodore show. The most important thing is that I left Nato and rejoined DCS, those people who wrote off DCS recently had to swallow their words when they bounced back with a vengeance, thanks primarily to the hard work by MIK and HENDY. Member status of the group is still a bit hazy so I will not put out a list here, I can confirm now though that both PIRATES and BUSINESS were wrong in printing that MR SULU is back, he isn't. (YET) OK, now to a different subject, articles and letters.... I need em !! If you have an idea for an article etc then write to the address below (no warring !!!). I need to contact two people but have lost their addresses, so if you know these people please ask them to write to me.....

SILVER/ERRORS
HOBBIT/FLT

Also guys, I am now on Amiga, so please send me Amiga wares along with the 64 stuff, I know quite a few of you have Amiga now. I haven't had much response to the LAMER competition, so get writing, try to make your answer as funny as possible, SPITFIRE/ACTION reckons his is the best so far so try to beat him. Closing date is definitely 10/8, which is also the closing date for all articles for #9. I have decided to put a more international taste into the mag and need someone to write me a monthly run down from Austria and Holland, so if you think you are good enough then drop me a line. I'm also after someone to run an Amiga gossip column, but you must be well up on the Amiga scene to get this job !!! (thanks Colin !!)

Ever had an obscene phone call ?? If not you haven't lived, they are a real experience. Well, now you can experience them without going through the trauma of being sworn at down the phone line. Thanks too Judge Drokk and the other members of ANARCHY who recently released "It's Obscene II" on the Amiga. It really is a great laugh, 5 genuine obscene phone calls which have been taped and then digitised onto the Amiga.... and all made personally by Judge Drokk who has a remarkable style in obscene phone calls. To listen to him you would think he had done it all his life. Listen to Mr Giles' remarkable command of the English language.... be amazed by the advice given too the man with the 14 inch dong... it's great. Roll on "It's Obscene III", under production now.

EDITOR....NOSAH/DCS
COVER.....MAC
GRAFIX.....MAC
OLIVER/AMOK
LDD/PRIDE
SPIRIT/S451
FLEET/???
THE EXORCIST
CHADS BY...MOLLY
CONTRIB....HENDY/DCS
OTISS
BAGDER/HZ
ROCKY/ABN
REDSTAR/LDGC
QUESTOR/DNEWAY
THANKS TO ALL WHO SUPPLY
OR VERIFY MY GOSSIP/NEWS

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ESSEX CO2 9QH
ENGLAND

UNCLE MOLEY
64 MARTIN AVE
STUBBINGTON
FAREHAM
HANTS PO14 RZ
ENGLAND

To get IGUANA send 30p + SAE (UK), or if you live elsewhere then send a banknote of your currency that is closest to £1.00 sterling, I cannot exchange coins at the bank !!!!!.



DEMO REVIEWS

Yep, I'm back again with sum new demo re-views... This period has been a very bad demo-period. I think that's b'coz so many groups save their demos and release them on parties. That's no good development for the future...

Unicorn II by Abnormal is maybe their best ever. Especially the two last parts are worth to check out. I just wanna add that the same load-screen between every part, with a slow loader and the same scroll-text makes the demo rather boring to see twice...

Double Density is also the name of the new software company that coded this demo. It's a hires-scroller in all directions with multi-plexed sprites on. Text is changing in a funky way on the top of the screen. The grafix is by X-ample and looks extremely nice!!!

Bring me edelgas coded by the Masters Design Group (who's doing their military service nowadays!!). It's a scroller like in the beginning of the film star-wars. The text goes upwars and into the screen.

Triangle 2 years. Oh, they still do sumthing!! But this piece wasn't as good as I had hoped. Just sum multi-plexes and a dysp...

The cat by the best Hungarian group called QUALITY together with Euratom. In the last part they've put in the famous animated cat from the AMIGA. It looks very good!

Round to be best by Xakk (but sounds as a Beyond force title!!). Nine months ago they released their last demo. At that time Xakk was among the best on earth. When ya look on this demo, you may wonder if they have put together routines from that time or... Coz this demo is NOT in the good old Xakk-standard, the most advanced thing is a multi-plex!!

In Ratio 80 by X-rated they made a "160-splits" as the first group I think. Nothing special but good-looking!

And Level 99 shows in Cock's treat that they are one of the best when it comes to demo-coding... Many routines with side-border and chars behind, scrolling hires etc.

Those were the best demos, I can remember, from the last month. I'm still waiting for demos from the groups UPFRONT and LOGIC (including the ex Asia-members The Electric Co...) And I think I'll have sum more demos to write about next month after both the 2000AD-party and the ANM-HXS-NET -party!

I hope that ya have the possibilities to watch these demos, they're really worth it. Ok, thanx for reading this, I'll be back next month!!

Signed... Bagder of Horizon!

...SWEDISH*GOSSIP...

The Swedish gossip for this month ain't so much, but anyway let's start:

Karl XII/Groovy bits was interviewed on TV about how he cheated with credit cards. He got caught the day after!! Elric? agile got caught sum days later. his mouth was so big that even Viper, The Alchemist and a third guy of FLT was caught too.....Light left Agile who have now died. The Alchemist left FLT to code a game. Some members left Tronix, and those who were left asked Logic too join em.....they said No. Mocean is created by a bunch of swedish freaks, they will be straight legal and will code demos and games. Skyline Technics is born, a swedish music company with members in Horizon and Mnemonic designs. Goblin was rescued by the Fairlighters who told the cops he hadn't dun anything since Elric had said it to the coos....Redstar has got an offer to draw the grafix to a game by Yankees/Amok. A new mag on disk is being produced by FLT/Stalion/HZ, called screwdriver, I think. Another party arranged by Horizon will be held around X-mas (more info about that will probably show up in next Iguana....)

That's it!!! See ya again soon.

Signed Bagder/Horizon





THE COMPUTER MANIAC

Devised and written by HENDY
of Doughnut Cracking Service.

Are you a computerholic, many of us are without realising it. So after extensive market research, we can present the Computer Maniacs Exam. But remember there maybe enough time left to cure you. So make sure you call your local Computerholics helpline. The calls are free and strictly confidential.

But first try out are Computerholics exam.

1. Every time you pass a computer or typewriter do you get this irresistable urge to type something ?
2. Would you rather write a video game than play one ?
3. Do you hope the teacher gives you a written assignment instead of an exam so that you can do it on your computer instead ?
4. Have you ever woken up at 3am, face down on your computer's keyboard ?
5. Do you take computer magazines to the toilet with you ?
6. If you were a professional programmer would you ever wonder 'Why do they pay me to have this much fun' ?
7. When lunch or break time comes around, do you start thinking about games to crack or spread when you get home ?
8. Do you ever take a holiday so that you can spend 16 hours in front of your computer at home ?
9. Do you ever confuse computer terms with cliches like, 'Man, did he ever blow his stack pointer!' ?
10. Do you constantly lose important phone numbers and info under piles of computer manuals and disks ?
11. Do you have a neurotic fear of throwing away boxes that once contained computer equipment. Just in case you might have to 'Send it back to the factory' ?
12. Do you have piles and piles of such boxes, filling every cupboard and every inch of loft space in your house ?
13. Do you talk to your computer as if it could hear you ?
14. Do your family and friends write you letters instead of calling, as when they call on the phone, it's always busy ?
15. Do you find the need to buy another phone line, just so that you can talk and compute at the same time ?
16. Do you ever just sit at your computer for an hour or so, just waiting for the power to come back on ?
17. Do you take your family on a 'Get away' holiday to Silicon Valley ?
18. Have you worn the letters off your computers keyboard ?
19. Do you read car number plates to look for letter combinations that look like assembly opcodes ?
20. Is your idea of a big adventure playing one on your computer ?
21. Have burglars ever robbed the entire street except your house, because you are always up coding ?
22. Is the biggest tragedy in your life a power cut ?
23. Have you ever realized that you 'Forgot to go to bed' when the alarm goes off, while sitting in front of the keyboard ?
24. Do your neighbours call out the Air force because of a strange glow, emanating from one room in your house ALL night long ?
25. Can you hotwire a phone into your modem from any Hotel or friends house ?
26. Have you ever had to explain to the phone company why you NEED four phones ?

27. Have you noticed how old friends cannot carry on interesting conversations anymore ?
Remember, help is at hand, and it may not be too late to cure you. Our leading expert in this field is Dr. Hendy. On a ten week course, designed to gradually wean you off computers he will teach you how to return to a normal life once more.

Write now for a free brochure.



LOGIC... A NEW GROUP ON THE 64 IS BORN !!! SO FAR WE HAVE ONLY RELEASED A CHAR DISK, BUT SOON WE WILL RELEASE OUR FIRST DEMO AND IT WILL BE CALLED: "NEW GOLD DREAMS".

IF YOU THINK THAT IT'S A NEW LAME GROUP COMING UP, YOU'RE WRONG. MEMBERS ARE:

THE ELECTRIC CO. (2 GUYS.....MAIN CODING)
DNA (SWAP)
REDSTAR (GRAPHIC, SWAP, CODE)

WELL, I JUST WANTED TO INFORM YOU !

SIGNED : REDSTAR/LOGIC



QUESTOR/ONEWAY HERE....

IT SEEMS LIKE A LOT OF RUMOURS SAY THAT ONEWAY IS DEAD...WRONG !!!
THE ONLY THING THAT HAS CHANGED IN ONEWAY IS THAT WE ARE REDUCED BY ONE MEMBER (RAZOR), AND HE IS PROBABLY THE MAIN REASON FOR THE RUMOURS (YOU SEE, HE WAS KICKED OUT AND IS PROBABLY TRYING TO GET REVENGE), OK, SO YOU KNOW THE REAL STORY NOW.

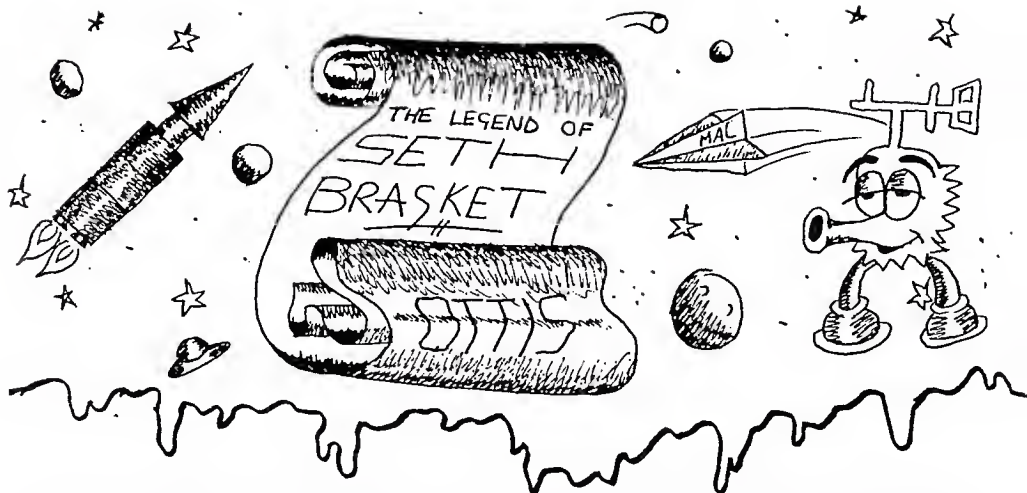
HERE IS CURRENT MEMBER STATUS SO YOU CAN SEE WE ARE STILL TOGETHER:

ZIZYPHUS (CODER, CRACKER)...MOPPE (MUSIC, GRAPHICS)..CORE (CODER, GRAPHICS, MUSIC)
...SPACIE (GRAPHICS, SWAP)...GRUWL (CODER)...GALLEON (CODER, MUSIC) ..AND QUESTOR (MAIN SWAPPER).

IF YOU WANNA JOIN ONEWAY (WE SHOOT LAMERS) THEN CALL ZIZYPHUS ON SWE/42/137133,
IF YOU WANNA CONTACT ONEWAY THEN PHONE SWE/18322955 (QUESTOR)

SIGNED QUESTOR/ONEWAY





The High Lord was not amused. His deep, evil voice rang off of the stone walls when he yelled for the execution of his castle guards. With one wave of his hand, all thirty seven were turned into nothing more than piles of ash. He stormed up to his laboratory. Sitting at a small desk, watching a small screen sat a small, thoughtful creature with long red hair, and a sharp, protruding nose.

The screen was full of static. "Well Thurne" the High Lord said, his voice full of vehemence. "Have you traced the Archmage?" The creature turned. "No my Lord." He spoke with caution. "Where ever they have taken him, they're jamming our signals. The High Lord struck his fist down hard. "Will nothing on this God-rotting planet go right?"

Thurne smiled thinly and turned back to his monitor.

The only thing that assured Seth that he was alive was the thudding at the back of his neck. The so called 'Archmage' opened his eyes slowly. The dim light of the room he was in filtered through. He was lying, face up, on a soft, warm floor. The woman stood beside him, rubbing her eyes.

"Seth" she said gently. "Get up"

Seth stood, and the room began to swim. As he faltered, the woman grabbed his arm. "The gate" she explained as if Seth would understand her, "was a very basic one. The High Lord put a very strong protective spell around his hold. It was very difficult to hold the gate for long."

Seth nodded. "Oh". He turned and examined the room. The main feature of the room was the large four poster double bed, pushed to the back of the wall. In another corner, a long settee had been slung along the wall. Oil paintings of various description adorned many of the walls. The only thing that ruined the effect of the room was the badly coloured carpet below their feet. The rest of the room was a light beige - the carpet was a light blue.

"Where are we" Seth eventually asked. Once more the mysterious woman shook her head and mumbled "total".

"I" she said proudly, "am Jessica Barker."

The name rang a distant bell for Seth. "I..." he stuttered, "should know you, shouldn't I?"

She smiled faintly. "Yes. We were once friends..." She gulped her thoughts down "Well" she said quickly, "this place is called the Seat Of Learning. This is my bedroom". Seth eyed her up and down. Thoughts started to filter back into his mind. "I remember. You were a crewmember on the..." his mind went blank. "On the....."

"Arcturus" Jessica said quietly. "You really don't remember?"

"No" he said. "I can only remember crash landing the Arcturus on this planet." Jessica seemed interested. "Oh. What happened then?"

Seth explained his adventures as fully as he possibly could. Jessica smiled faintly when he mentioned the part of how he killed a rider of the High Lord. Eventually Seth said "I'm hungry. I don't suppose I could have something to eat could I?" Jessica frowned. "I'll have to go to the kitchens. They mustn't know you're here."

"They?" Seth asked. "Who?"

Jessica smiled faintly. "The other Seekers", the question etched onto Seth's face made her explain, "The other Mages and Apts. Especially the Adept. He definitely must not know".

"Apts? Adept?"

Jessica sighed. "I'll explain later. I'll get you some food. Any preferences?"

"Er no, I don't think so" he replied. But at the base of his mouth, he craved for something sweet and chewy. But the next moment, the craving was gone. Jessica opened her door. "Don't leave" she said, "I'll be back in a moment."

"Oh yes" she added, "Lock the door behind me". Seth nodded, and the flighty young woman was gone. As she asked, Seth locked the door behind her. While he waited, he gazed at the gate which stayed open. As he stared at it, he could picture a scene of grass and tall trees in his mind's eye.

His mind began to drift. He pictured a scene of his old dungeon. Suddenly, his thoughts were broken by a sharp rap on the door. "Barker?" a voice rang.

"Jessica Barker? Are you in there?"

Seth kept deadly quiet, not wanting to arouse suspicion. The inquisitive person snorted and walked away. Seth turned his attention back to the gate.

The sight made Seth gasp. The gate, which had once been a pure shimmering column of light had changed. A vision of a dungeon now filled the gate. Sitting in one corner of the room sat a hideous inhuman animal. It stood up on all fours, and began to prowls the dungeon. In its eyes, Seth could sense that the creature knew that it was being watched. The creature lay down, as if to pounce. As if to come through the gate and maul Seth.

Fear became necessity. Seth pictured another scene: the clearing where he had first become conscious. Where the Tracker had captured him. The gate changed, to the scene he wished. For laying on the ground, near the gate was the very same Tracker. Huge crow type creatures were feeding on the man's carcass.

Seth winced - one of the creatures fed on the brain of the poor man. There was a sudden itching on the back of Seth's hands. Slowly, it began to spread up his arms, up to his shoulders, round his neck, and down his back.

Seth scratched with all his might, but it did no good. The sensation had now reached his knees, and slowly spread to his feet. Seth could only think of one thing - how to get rid of the sensation.

For some unknown reason, the harder he thought for a cure, the more a certain creature entered his head. Haidyn, the small warrior from Ryneheulds keep. Seth stared at the gate. It showed Haidyn fiercely grabbing hold of a tough root, and a black soldier with his sword high. Suddenly, the horrendous sensation ended as the soldier slashed the root, and Haidyn fell to his death.

The gate stayed with Haidyn as he fell. His face was full of fear. His mouth open to let out a scream. Before the scream emerged, Seth ran to the gate, and pushed his arm through. Seth caught hold of Haidyn's arm, and with all his might pulled the small warrior into Jessica Barker's bedroom.

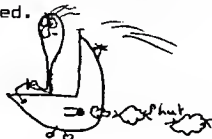
Obviously, he looked stunned. From plummeting to your death, to lying in a modern bedroom was something of a shock.

Haidyn was dumbstruck until he saw Seth. "Ar...Archmage" he stuttered. "Th.... thank you".

Seth was even more stunned than Haidyn. He lay open mouthed, eyes blank. Suddenly there was a knock on the door. "Seth" came a whisper, "open the door. It's me Jessica". Seth did not flinch. He looked as if his brain did not function.

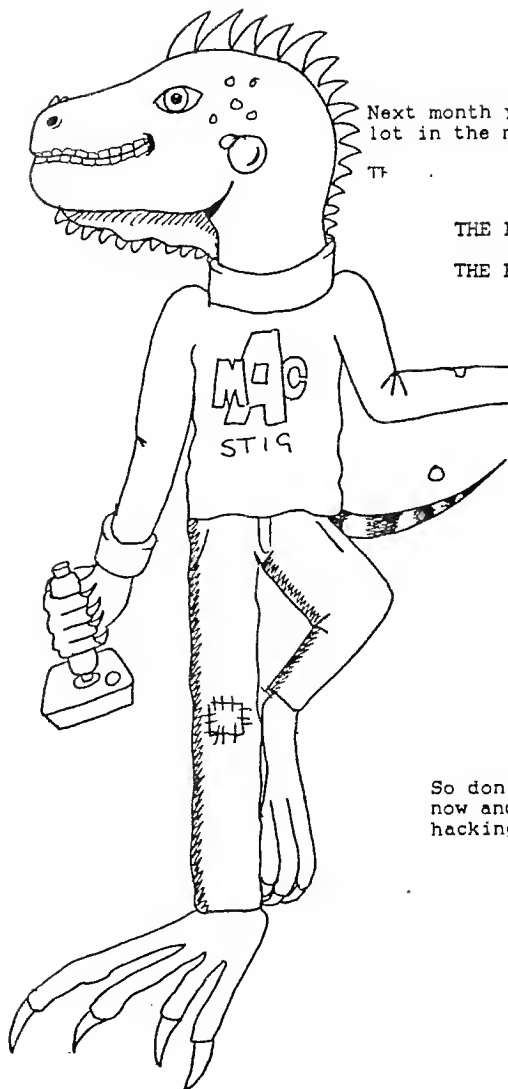
Haidyn scrambled to his feet. He ran to the door, and unbolted it. Jessica stormed in, and locked it. Then she turned and saw Haidyn. "Who the hell are you?" she said, rather bemused.

Then she saw the pathetic state of Seth. "What the hell have you done to him?" She nearly screamed.



(TO BE CONTINUED)





Next month you may be lucky enough to find this
lot in the magazine :

TF

THE FIRST EVER AMIGA GOSSIP COLUMN.

THE FINAL VERSION OF ROCKY JNR.

CRACKERS MAP : UK

AMIGA AND 64 CHARTS

INTERVIEW WITH SSD/COSMOS

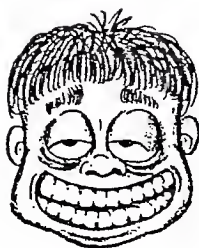
ALL THE REGULARS

AND MORE !!!!!

So don't miss out, order your copy of IGUANA
now and keep up with whats going on in the
hacking/cracking scene.

NEXT MONTH

GOSSIP COLUMN



Right then, now to the meaty bit of the magazine, there is loads of news and gossip this month so let us begin.....

Approximately 10 days after joining Ikari, the whole of Channel 42 left again. There are conflicting reports about why, one version is that they left of their own accord coz they were bored, another states that they were kicked out for training other peoples cracks.....Excell has now sold his Amiga and there is a good chance that the 64 will follow, so maybe endex for Excell !!!.....there is strong rumour that JCH the great music composer has left C42 to go legal....

...one of the co-editors of the disk based magazine Magic News has been visited by the polizei and has consequently quit, so it's goodbye to Baal of Zenobits... ..on the subject of Magic News, it would appear that they are strong rivals with the Sex n Crime mag, they are currently battling to see who will be distributed by the company Game on, it would appear that Sex n Crime has in the past published some incorrect facts and this has not gone down too well....

Shadows were formed way back in Feb, but all has not gone to plan for them, seems not everyone could get on with Omega supreme and so several members of Rawhead who were going to join Shadows didn't, they joined Raw Deal Inc instead, these include, Newton, Deadline, Aztec and Bitbuster....and now it seems that Shadows have almost quit on the scene.

....Future (who crack a lot these days) have become Illusion, but without The Arc.....Abnormal (who also crack a lot) have been at war with Shape, reason not known....Abnormal have also been on the receiving end of an anti demo, for allegedly ripping a DYSP routine from someone else's demo....Trap left ABN and joined Dominators, and then got interviewed in the dominators mag "BUSINESS"...back to the Shadows now, seems that GENE & Firkin (ex ACE, BROS, TSW) have now quit for good....Omega supreme has written a new music routine and according to some it is the shortest and best ever....TNT of GP*FE was caught by those really friendly german police and has now joined the legal group Amok....for those english guys reading, the Commodore Disk User magazine is probably just going to be a disk from now on....Action (Germanys # 1 ??) have been warring with the Sharks and Beastie Boys recently, but that has come to an end since both those groups are now dead....quite a few of the guys from BB (syndicate, chris, managment) joined the new group Dynamix (one to watch !!!).....but Moskwa TV was left out in the cold, he was reackring !!!!

.....Shit, here's someone else going legal !!!, Level 99 were caught by polizei and now just code games....Ironfist/Zenith had his phone cut off coz he doesn't



like paying his bills.....the language of the software companies is getting worse,the congratulations screen on Dominator reads "SHIT HOT !!!"...FBR (well known as an importing group) are now cracking as well,Butcher(ex ESI) cracked Heroes of the lance for them and in doing so beat everyone else.....talking of FBR,they have just picked up quite a few new members after most of RFO joined them....XRay are back together again,but I cannot confirm if this includes The Fleet as well....Some rumours flowed about Cosmos,but SSD was not busted and Big Ben has not left,they are still cracking.....TSK are to make a comeback on the 64,don't know who will be cracking yet....Another disk based magazine hits the scene,this time produced by FLT/Starion/HZ,and it may be called Screwdriver well,that's it for now.....ENDEX

All info researched by NOSAH.



AAAARGH !!! IT'S AGONY UNCLE MOLEY.



Hello again devoted problem addicts !.
Wouldn't you think that a long delay would mean lots of problems for me to solve ? Well,I feel proud of myself because there are so few,it seems as though I've almost ridden the world of unhappiness etc. I can't understand why the third world countries haven't written to me yet and I'm expecting letters from Ken Dodd and Salmon Rushdie !! I have a 100% problem solving rate (third worlders bear this in mind).Just to show that I've eradicated all those silly little problems,my letter has a serious nature and will hopefully set the trend for future problems. I must add that the "Nasty Squad" has been abolished due to lack of funds and small problems....

Dear Uncle Moley,

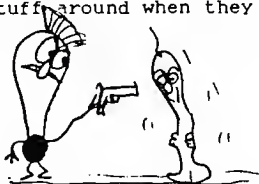
Having just moved to Gibraltar where the software scene is non existant.do you think there will be any of the top names from the cracking scene doing business with us ??.

It seems very unlikely to me unless you belong too their little clicks,but how does one go about it when they don't want to know because you are a supposedly lame person.It also seems that because we are so small and far away,by the time the games reach us they are all going to be old (how long before a new game becomes old ?) and when our outgoing contacts get them,they have already had them for 2 weeks.

So what my problem is all about,is the fact that many people pay toomuch attention to recieving the newest stuff around when they can get old stuff from Gib by writing to:



Trosty
C/O Cpl Forrest
A Coy 3RGJ
South Bks
BFPO 52.



ANSWER:

Well,wether any big groups will swap with you or not depends.If you had a modem all your problems would be solved and you would get the hottest stuff whenever you could afford the phone bills!!..Another way would be to write your oown megademos and send them to the groups.

If all that fails,buy a very long rope.give one end to someone in UK who gets real good stuff and the other end to your wife or friend.Tie yourself to the middle of the rope and whenever your contact gets a cool new game he can pull you all the way to his house by the rope.

When you want to go home just give the rope a tug and your Wife/Lover can pull you all the way home again very quickly.If you had a powerful motor at each end of the rope and a remote control box you could get hot stuff at the flick of a switch.!!

PS.I will write soon.....PPS.A game is old when everyone has it.

INTERVIEW



This month we present an interview with rising musician, Adam Gilmore. Amongst his past work, he has written the music for Draconus, Winter Olympiad, Zybox and many others. Currently working as a freelance musician, he lives in the north east of England and is aged 18. This interview was conducted in early January this year by Hendy/DCS.



Hendy: Ever wanted to join a cracking group?

Adam: No, not worth it

Hendy: For music purposes?

Adam: No not really, never had any offers. I was going to do some stuff at one point for NATO.

Hendy: How do you view crackers?

Adam: Right the official view is.....

Hendy: Well we don't want the official view

Adam: I don't lose royalties with piracy so it doesn't financially bother me

Hendy: So you're quite pleased to see your music in demos?

Adam: Oh no problem there. I don't mind anything like that. That's great, because it gives me a bit of publicity. People who don't buy the games can hear the music in the demos.

Hendy: How much do you charge for one piece?

Adam: It varies, depending on how much work is involved, whether it's going to be full price, budget. Whether it's going to an arcade licence. I never give a one off price until I see what the work entails.

Hendy: You've written quite a few pieces now, but you're not really famous

Adam: No not really. I think there's a lot of people like me, doing music on the Commodore who never get a mention. It's only the people who were there in the beginning. Your Rob Hubbards, Martin Galways and Benn Dalglis that got famous.

Hendy: Well lately Jeroom Tel has achieved a lot of fame

Adam: Not the same sort of fame that Rob Hubbard had. Rob Hubbard was a computer personality, he was in all the magazines. Jeroem Tel is just regarded as a good computer musician.

Hendy: I've seen a lot of your music in Zeppelin games, are you tied down to any one company?

Adam: Yeah Zeppelin games. I was with them from the beginning, because they gave me the initial break.

Hendy: Are you now freelance?

Adam: Yeah, I've got a lot of work to last a while. But if I had to do a tune next week, I could finish it for next week. Like Activision tunes, you normally get a few months to do them in. So say if Activision came to me with a contract tomorrow and say 'You've got two months to do it'. Well I'm working for two months but I can do anything in between. It doesn't take that long to write music.

Hendy: Would you ever use samples in your music?

Adam: I used them in Winter Olympiad. The thing with the Commodore is that the best bits of music that I've heard are done with just the SID chip. Like exploring just the SID chips capabilities. Rather than piling samples on. Because when you start using lots of samples, you lose quality anyway. When you use samples it distorts the SID chip. So I tend not to use samples.

Adam Gilmore was interviewed by Hendy for Iguana magazine. All rights reserved by Iguana magazine.



HERE IS A REPORT FROM THE PARTY WHICH WAS WRITTEN BY ROCKY OF ABNORMAL, WITH SOME HELP FROM NEWTON/RDI AND SAURON/FUTURE (OR IS IT ILLUSION ??). CONCERNING THE ARRANGEMENT, THIS WAS UNDOUBTABLY THE BEST PARTY IN NORWAY SO FAR, PLENTY OF SPACE FOR EVERYBODY, INCLUDING THE LAMERS... NO BURNT FUSES. THERE WAS CHEAP AND GOOD FOOD ETC ETC. AMONG THE 300 GUYS THAT SHOWED UP, THE MOST KNOWN WERE: ABNORMAL, RAZOR, HORIZON, TRONIX, DOUBLE DENSITY, SHADOWS, RAW DEAL, FUTURE, NETWORK, HOAXERS, KILLERS, IMPULSE, EQUINOXE, ALPHA FLIGHT, CRYPTOBURNER, IT AND MANY MORE. AS USUAL, THERE WAS A DEMO COMPETITION ARRANGED, ON 64 AND AMIGA, HERE ARE THE RESULTS:

- | 64 | AMIGA |
|----------------------|------------------|
| 1. ZOKO TEAM | 1. CRYPTOBURNERS |
| 2. RAW DEAL INC | 2. ARCADIA |
| 3. SHADOWS | 3. QUACKERS |
| 3. MEGASTYLE | |
| 5. HOAXERS | |
| 6. MAGMA | |
| 7. IMPULSE | |
| 8. SHAPE/TGT (CO-OP) | |



YOU MIGHT BE WONDERING WHY SOME OF THE WELL KNOWN DEMO GROUPS DIDN'T ENTER THE LIST. THE REASON IS SIMPLE, THEY RAN OUT OF TIME... (AS USUAL !!) WHEN THE PARTY STARTED ON THURSDAY 22/6, ALMOST 100 GUYS TURNED UP. THE NOISE LEVEL WAS HIGH. DURING THE WEEKEND, THE NUMBER INCREASED TO AROUND 300. MOST OF THE CRAZY FREAKS CODED ALL THE TIME, AND LOTS OF LAMERS THOUGHT THEY WERE PRETTY GOOD. WE GOT MORE THAN ONE LAUGH WHEN SOME LAMERS, CALLED "XENIUM", WROTE SHIT ABOUT ABNORMAL (WITHOUT REASON). THE GUYS IN ABNORMAL SHOWED THEM HOW TO BEHAVE

AND AS PUNISHMENT, THEY HAD TO SAY THROUGH THE LOUDSPEAKER SYSTEM THAT THEY WERE REALLY SORRY ABOUT THEIR HANDLE. WHEN THE MAJORITY OF PEOPLE ARRIVED ON THE NIGHT TRAIN FROM OSLO THEY WERE PICKED UP BY MINIBUS AT THE STATION (DRIVEN ABNORMALLY !!). THE BUS WAS FILLED WITH PASSENGERS AND BAGGAGE AT LEAST 6 TIMES. A GRAPHICS COMPETITION WAS ALSO HELD AT THE PARTY, ONLY 2 CONTRIBUTIONS... SHADOWS AND KILLERS. IT WAS CLOSE AND KILLERS JUST BEAT SHADOWS. THE PICTURES WERE ADMIRABLE AND THEY BOTH DESERVED A PRIZE I THINK, BUT WE ONLY HAD ONE CUP. NO NEW CRACKS WERE RELEASED AT THE PARTY, ALTHOUGH QUITE A FEW LAMERS WENT AWAY WITH MY VERSIONS OF RED HEAT AND HOLLYWOOD POKER. WELL, THERE ARE MANY GOOD DEMO GROUPS IN NORWAY NOW AND I HOPE THERE WILL BE MORE PARTIES LIKE THIS IN THE FUTURE

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Up-Tub!



Michael
J. Fox says

"With 'Up-Tub', I've got
more time to meet
girls and do acting"



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WRITTEN ON 25/6/89 FOR IGUANA.



Right children if you're sitting comfortably we will begin. Those of you that can crack already, please leave the room as you will learn nothing new. The rest of you, get your cartridges out and off we go. Now there are really two types of cracking, disk and tape. They both are very much different to each other with tape cracking being the harder. So being a sadist, I will start off with tape cracking.

Basically there are only two ways data is read from tape. The easiest is when the program uses ROM routines. The load is quickened up by calling a fastload first. So in these situations, all you have to do is stop the program after loading a file. The call to load the file will be JSR \$FFD5. Once stopped, you then save it to disk. The start address is pointed to by \$C0 and \$C1, the end address is pointed to by \$AE and \$AF. And of course the filename will be already pointed to.

The most popular type of tape loader is where one byte is read at a time. This byte is then stored in memory by a zero page address pointer. Which will look like this, sta (\$??).y. This location is then increased until the file is read. Loaders like this are usually stored between \$0100 and \$03ff in memory. Once the loader is found the rest of the program should be checked for any references to the loader. As parameters such as filenames might be passed to the loader though the A,X,Y registers.

Once the loader is called the start address is usually read from tape in two bytes, the low and high byte. This may be then stored in the zero page location. Stopping the loader at this point will of course supply you with the start

address. The end address can be found out by letting the level load in and checking the value of the zero page address when finished.

To be able to crack games, a good cartridge is needed and a book such as the Programmers Reference Guide. The book is needed as every crack will vary in some way and no one can remember what all the zero page locations are meant to do.

Well that was a small introduction into the world of cracking, it's always very hard to pass on cracking skills as every game is different. But a good knowledge of machine code is vital.

Before I finish I would like to point out that I was heavily persuaded to write this, as I thought that it would not really be of much use. But if I baffled you totally then you are either my mum or need a lot more teaching.

Hendy/Doughnut Cracking Service

*** STOP PRESS GOSSIP ***

OK GUYS, HERE IS SOME GOSSIP WHICH I EITHER FORGOT TO PUT IN THE COLUMN OR HAS JUST COME TO MY EARS.....A LEGAL GROUP "DOUBLE DENSITY" HAS BEEN FORMED BY MR.CURSOR AND X-AMPLE.....ROUGH TRADE INC. HAVE SEVERAL NEW MEMBERS, THESE INCLUDE DEAN AND RITCHIE (EX TSK AND FUTURE), RTI HAVE STEPPED UP THEIR OUTPUT OF CRACKS RECENTLY.....ANOTHER NEW MEMBER THEY WILL HAVE IS RAISTLIN (EXCESS) WHO WILL JOIN THEM WHEN HE HAS FINISHED HIS LATEST DEMO.....SEEMS THAT THE VERSION OF KICK OFF THAT WAS RELEASED ON DISK IN GERMANY HAS HAD A FEW GROUPS TEARING THIER HAIR OUT, THE PROTECTION WAS WRITTEN BY MR.CURSOR AND THIS HAD EVERYONE REACHING FOR THEIR CASSETTE UNITS !!!!

CRACKERS & DEMOMAKERS

Lot's of people said it was a disappointment that there were no charts in last months mag. Well we are back this month after recieving enough votes to put the charts together. Remember guys, I need your vote sheets to compile this page, no votes are fiddled here, what you see is what I got, no amendments, no artificial colouring !!!!!
To the guys out there with Amigas....VOTE ! and remember I am on Amiga too.
Since this is the first Iguana chart for some time, there are no comments to make.



64 CRACKERS.

| POS. | GROUP. | PTS. | POS. | GROUP. | PTS. |
|------|------------|------|------|-----------|------|
| 1. | HOTLINE | 91 | 10. | COSMOS | 35 |
| 2. | PANINARO | 90 | 12. | GP*FE | 30 |
| 3. | ACTION | 61 | 13. | F4CG | 29 |
| 4. | NATO | 60 | 14. | FAIRLIGHT | 26 |
| 5. | IKARI | 54 | 15. | FUTURE | 21 |
| 6. | 711 | 44 | 16. | NEC | 14 |
| 7. | RTI | 40 | 17. | ATC | 10 |
| 8. | DOMINATORS | 38 | 18. | ABNORMAL | 09 |
| 9. | DCS | 36 | 19. | TRANSCOM | 06 |
| 10. | PULSAR | 35 | 20. | PARAMOUNT | 05 |

64 DEMO GROUPS.

| | | | | | |
|----|--------------|----|-----|---------------|----|
| 1. | MDG | 39 | 9- | IAN AND MIK | 08 |
| 2. | MR CURSOR/DD | 23 | 9- | CONTEX | 08 |
| 3. | HORIZON | 19 | 12- | BEYOND FORCE | 07 |
| 4- | SHADOWS | 12 | 12- | UPFRONT | 07 |
| 4- | LEVEL 99 | 12 | 12- | TRC | 07 |
| 6. | QUALITY | 10 | 12- | RAW DEAL INC. | 07 |
| 7- | ABNORMAL | 09 | 16- | TROOPERS | 06 |
| 7- | ASH AND DAVE | 09 | 16- | MEGASTYLE | 06 |
| 9- | SPHINX | 08 | | | |

BEST DEMO ON 64.....DOUBLE DENSITY (THE CAT/QUALITY WAS A CLOSE SECOND)

Next month I hope to run a 64 and Amiga chart, and there will of course be the comments and bubbling under bits !!!. Thanks to all who took the trouble to vote .



SORRY FOR NOT DELIVERING THE ARTICLES WHICH I PROMISED LAST MONTH
NAMESLY, DIARY OF A CRACK PT II AND CRACKERS MAP UK.
DIARY OF A CRACK IS TEMPORARILY ON HOLD AND THE CRACKERS MAP UK
WILL BE PRINTED NEXT MONTH. (NOBODYS PERFECT !!)

Welcome to :

Intelligent answers on stupid questions! (but they failed!)



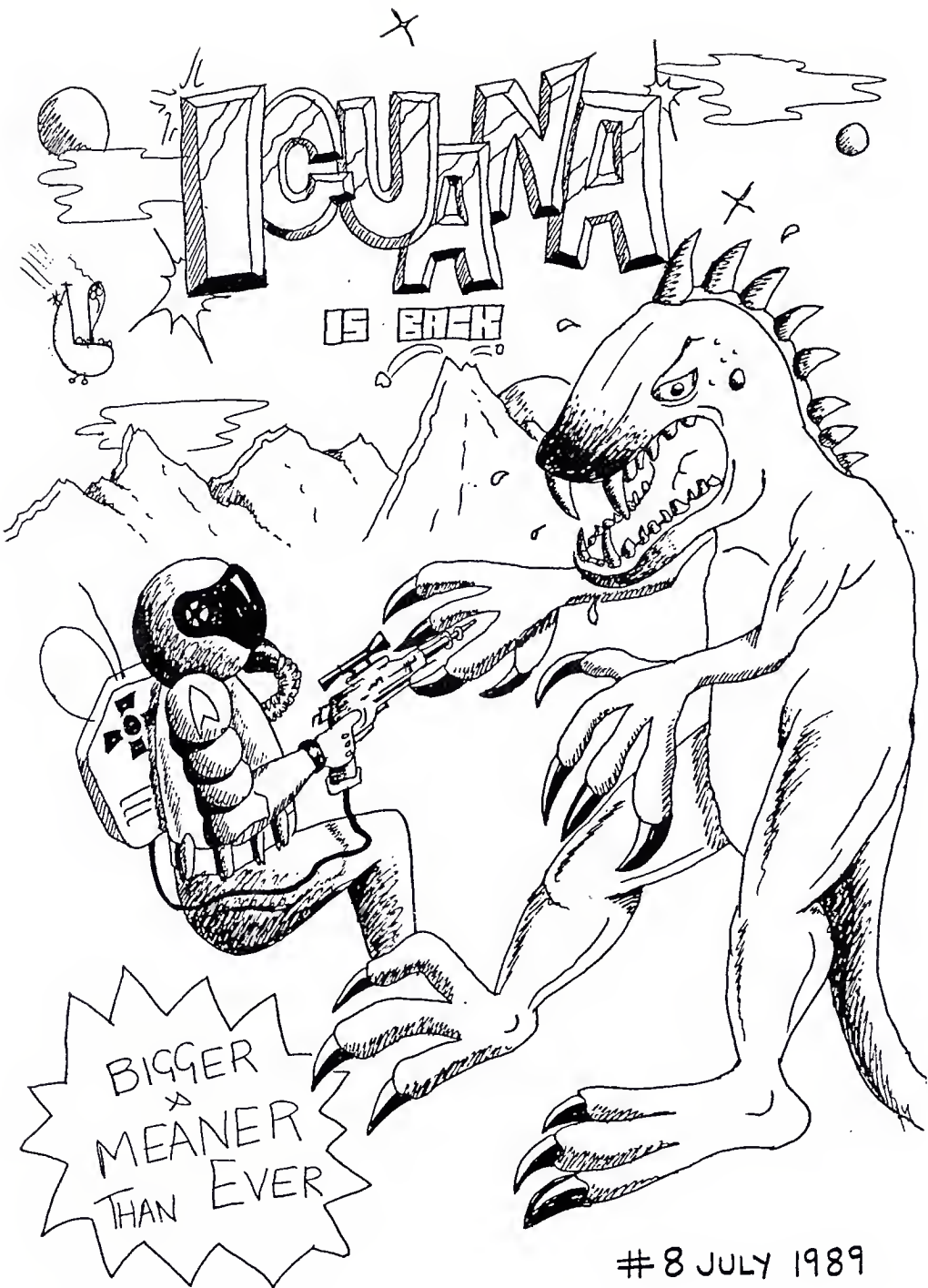
IGUANA

COMICS

BY X-RAY!



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